

Art Doc

(Pitch Doc)

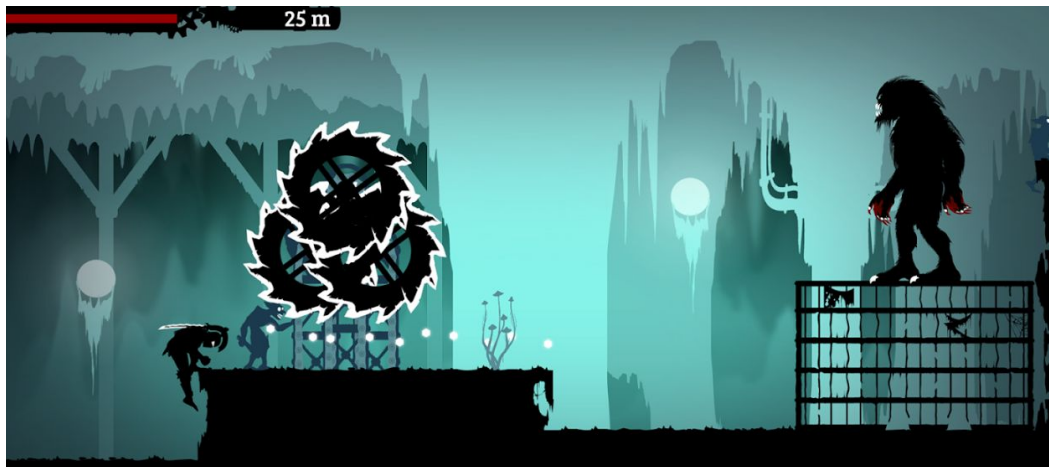
Art Style

Victorian buildings, Silhouette art style, blue and purple sky background, dark buildings in background and details in foreground, low saturation on unimportant objects, high saturation on important objects

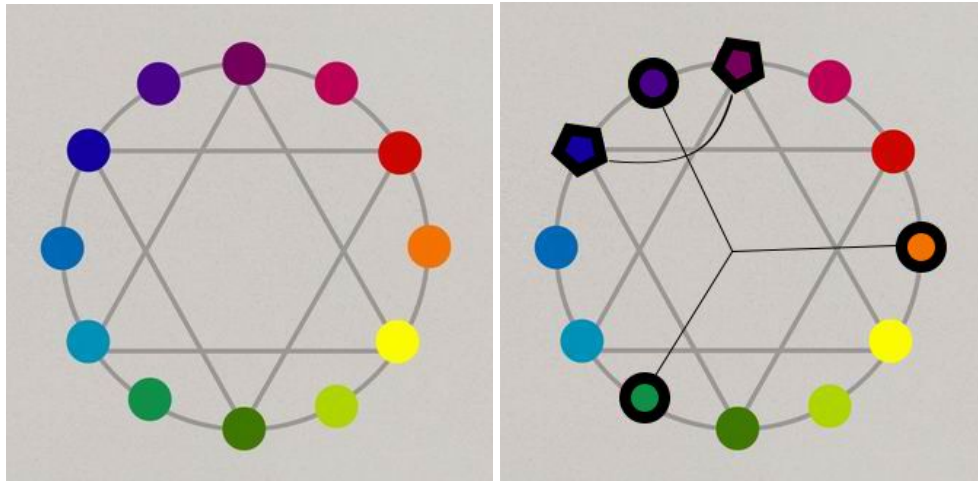
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Shapes and Lines for this game need to be straight but depending on the run downness of the overall area the lines may be disorganized. The era of victorian gives us rectangles and some arches to work with..

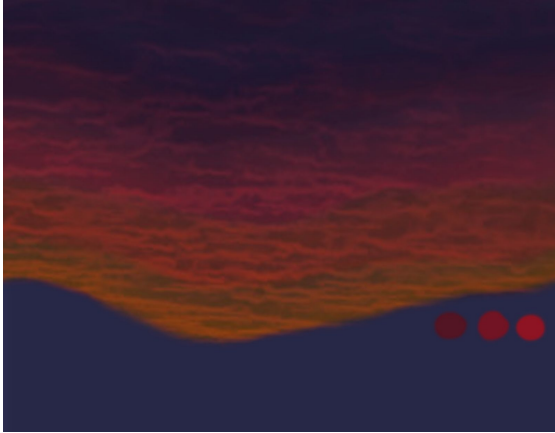
All traps will have a white tipping to give the player something to pick up on and draw their attention.



All colours will be very close to grays and blacks. A mix between Triad and Analogous colour schemes. Since Analogous colour schemes can kind of make something seem more simple when it is actually complex. It can help with parts where we want to almost trick the player into not paying too much attention but if the player stops and focuses the background will pop more for them.



There the pick up will just be a simple dark red log that will have a simple but small white smoke effect that will be under the log.



Ref Games:

- Dark Lands
- Deadlight
- She Wants Me Dead

